

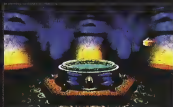
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ROBOTICA



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FOR PLAY ON THE SEGA SATURN™ SYSTEM

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STORY

THE YEAR IS 2877, AND THE EARTH IS FACING A NEW CHALLENGE. 800 YEARS AGO A SINGLE WORLD GOVERNMENT WAS FORMED, TRANSCENDING THE REGIONS, PEOPLES AND RELIGIONS WHICH PREVIOUSLY CONSTITUTED THE WORLD ORDER.

IT WAS A CHAOTIC TIME, AND THE WSSS (WORLD SILENT SECURITY SERVICE) WAS ESTABLISHED TO RESOLVE THE DISPUTES AND VIOLENCE THAT BROKE OUT ACROSS THE GLOBE.

THE MISSION OF THE WSSS IS TO PROTECT THE SAFETY AND HUMAN RIGHTS OF ALL MANKIND. IT BELONGS TO NO GOVERNMENT ORGANIZATION, AND TAKES ACTION ON ITS OWN, WITH ITS OWN UNIQUE METHODS.

THE BASE OF THE WSSS IS THE WSSS CENTRAL CONTROL FORTRESS —
"CODE NAME: OAEOLUS."

"OAEOLUS" WAS BUILT IN SPACE, FAR FROM THE EARTH, ON A GIGANTIC ASTEROID. THE FORTRESS CAN FUNCTION COMPLETELY AUTONOMOUSLY, TAKING IN NO SUPPLIES FROM THE OUTSIDE. IT IS THE SYMBOL OF THE WSSS — "ACHIEVING THE IDEAL AND HARMED BY NOTHING."

IN THE 800 YEARS "OAEOLUS" HAS BEEN ACTIVE, THERE HAVE BEEN NO WARS BETWEEN MEN. BUT PEOPLE'S IDEAS HAVE CHANGED. PEOPLE COMMITTED TO A SINGLE STATE ENCOMPASSING ALL MANKIND HAVE DISAPPEARED. SOME WORSHIP "OAEOLUS" LIKE A GOD, PLACING THEIR ENTIRE LIVES IN ITS HANDS. OTHERS ARE TIRED OF BEING BOUND BY THE OLD IDEAS AND HAVE STRUCK OUT AS THE "REVOLUTIONARY FACTION," KNOWN AS ROBOTICA.

THESE TWO PHILOSOPHIES OFTEN COME INTO CONFLICT, WHICH "OAEOLUS" IS REPEATEDLY CALLED ON TO SUPPRESS BY ANY MEANS NECESSARY.

ON THE SURFACE THESE APPEAR TO BE MINOR CONFLICTS, BUT BELOW THE SURFACE ROBOTICA'S FREEDOM FIGHTERS HAVE BEEN ARMING THEMSELVES AND STEADILY GAINING STRENGTH.

THE REBELS HAVE SECRETLY MODIFIED A JAIL COLONY WHERE PRISONERS ARE SENT, THEREBY FASHIONING A BASE FOR THEIR ACTIVITIES.

MODIFICATION OF THE COLONY IS FINISHED, AND ROBOTICA HAS THE STRENGTH TO TAKE FULL-SCALE ACTION AND END THE DICTATORSHIP OF OAEOLUS. THEY MAKE THEIR MOVE, AND...

BEFORE ENJOYING THIS SEGA SATURN CD...

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STARTING UP

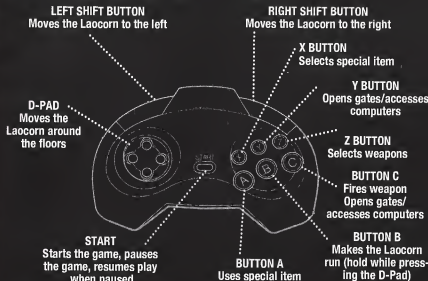
1. SET UP YOUR SEGA SATURN™ SYSTEM AS DESCRIBED IN ITS INSTRUCTION MANUAL. PLUG IN CONTROL PAD (NOTE: ROBOTICA™ IS FOR ONE PLAYER.)
2. PLACE THE ROBOTICA™ DISC, LABEL SIDE UP, IN THE WELL OF THE CD TRAY AND CLOSE THE LID.
3. TURN ON THE TV OR MONITOR AND THE SEGA SATURN™. THE SEGA SATURN™ LOGO APPEARS ON SCREEN. (IF NOTHING HAPPENS, TURN THE SYSTEM OFF AND MAKE SURE IT IS SET UP CORRECTLY BEFORE TURNING IT ON AGAIN.)
4. IF YOU WISH TO STOP THE GAME IN PROGRESS OR THE GAME ENDS, PRESS THE RESET BUTTON ON THE SEGA SATURN™ CONSOLE TO DISPLAY THE ON-SCREEN CONTROL PANEL.

IMPORTANT: YOUR SEGA SATURN™ CD CONTAINS A SECURITY CODE THAT ALLOWS THE DISC TO BE READ. BE SURE TO KEEP THE DISC CLEAN AND HANDLE IT CAREFULLY. IF YOUR SEGA SATURN™ SYSTEM HAS TROUBLE READING THE DISC, REMOVE THE DISC AND WIPE IT CAREFULLY, STARTING FROM THE CENTER OF THE DISC AND WIPING STRAIGHT OUT TOWARD THE EDGE.

5



USING THE CONTROL PAD



GETTING STARTED

AFTER THE OPENING INTRO, THE TITLE SCREEN APPEARS. YOU CAN PRESS START AT ANY TIME DURING THE INTRO TO BRING UP THE TITLE SCREEN. FROM THE TITLE SCREEN, PRESS START. THE INVASION BEGINS!

RECLAIMING FORTRESS DAEDALUS

YOU OPERATE THE STATE-OF-THE-ART LAOCORN, THE MOST ADVANCED INVASION VEHICLE YET PRODUCED. YOUR MISSION TO RETAKE THE BASE SOUNDS SIMPLE, BUT IT ISN'T. PROCEED FROM FLOOR TO FLOOR BLASTING ALL ENEMIES WHICH GET IN YOUR WAY. YOU NEED TO FIND A GATE KEY ON EACH FLOOR WHICH ALLOWS YOU TO ACCESS THE ELEVATOR TO THE NEXT FLOOR. ITEMS USEFUL TO YOU ARE SCATTERED ON THE FLOORS. TO OBTAIN A GATE KEY OR OTHER ITEM, MOVE THE LAOCORN OVER ONE.

COMMAND CONTROL SCREEN

SHIELD: THIS DISPLAYS THE CURRENT SHIELD STRENGTH. THE SHIELD LEVEL RISES WHEN DAMAGE IS SUSTAINED, AND INCREASES WHEN A SHIELD REFRESH ITEM IS FOUND OR THE SHIELD REFRESH SPECIAL EQUIPMENT IS USED.

WEAPON: THE NAME, LEVEL, AND REMAINING ROUNDS OF THE CURRENTLY SELECTED WEAPON ARE SHOWN. WEAPON LEVEL IS INCREASED EACH TIME YOU FIND A WEAPON BOOSTER, AND DECREASED EACH TIME YOUR LAOCORN TOUCHES A POWER DOWN.

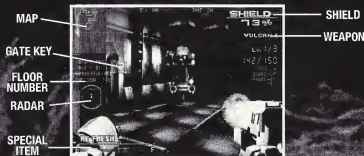
SPECIAL ITEM: THE NAME OF THE CURRENTLY SELECTED SPECIAL ITEM AND THE REMAINING LEVEL OF GENERATOR ENERGY IS INDICATED HERE.

RADAR: THIS INDICATES IF ANY ENEMIES ARE IN PROXIMITY OF THE LAOCORN. EACH ORANGE BLIP REPRESENTS ONE ENEMY.

FLOOR: THE FLOOR YOU ARE CURRENTLY ON IS INDICATED HERE.

GATE KEY: AN IMAGE OF A GATE KEY APPEARS HERE IF YOU HAVE ACQUIRED ONE.

MAP: THIS DISPLAYS A MAP OF THE FLOOR. THE AREAS WHICH THE LAOCORN HAS PASSED THROUGH ARE SHOWN. IF YOU FIND A COMPUTER, PRESS BUTTON C OR Y TO ACQUIRE A COMPLETE MAP OF THE FLOOR.



GAME OVER

WHEN YOU ARE ATTACKED BY AN ENEMY, YOUR SHIELDS TAKE DAMAGE. IF YOUR LAOCORN TAKES DAMAGE WHEN THE SHIELD IS AT 0%, THE GAME IS OVER. THE MESSAGE "LAOCORN OUT OF CONTROL AT:" IS DISPLAYED WITH THE FLOOR NUMBER YOU REACHED AND YOUR CURRENT SCORE.

TO PLAY THE GAME AGAIN, HIGHLIGHT "INVASIONS 'WSSS'." YOU WILL RESTART THE GAME FROM THE FIRST FLOOR OF THE LAST STAGE YOU REACHED. TO QUIT, HIGHLIGHT "CONNECT OUT" THEN PRESS START TO SELECT. WHEN YOU CONTINUE A GAME, YOUR LAOCORN'S WEAPONS LEVELS AND NUMBER OF ROUNDS ARE RESTORED TO THEIR ORIGINAL LEVELS.



INTERNAL STRUCTURE OF FORTRESS

INSIDE THE OAEOLUS ARE A NUMBER OF DOORS WHICH OPEN WHEN YOU PRESS BUTTON C OR Y. HOWEVER, YOU'LL NEED TO ACQUIRE A GATE KEY TO ENTER THE ELEVATOR TO GO TO THE NEXT LEVEL.

COMPUTERS FROM WHICH YOU CAN COLLECT DATA ARE ALSO INSTALLED INSIDE THE FORTRESS. STAND IN FRONT OF A COMPUTER AND PRESS BUTTON C OR Y TO ACQUIRE THE MAP OF THE CURRENT LEVEL.

WEAPON / ITEM LIST

WEAPONS

THESE ARE WEAPONS WHICH YOU WILL USE ON YOUR MISSION. WHEN YOU PICK UP A WEAPON BOOSTER FROM THE FLOOR, IT INCREASES THE STRENGTH OF YOUR WEAPON.

ARM PUNCH

THIS DIRECTLY DAMAGES THE ENEMY WITH THE ARM OF THE LAOCORN. AMMUNITION IS NOT USED.

VULCAN

YOUR VULCAN IS A POWERFUL GUN WHICH FIRES ONE ROUND AT A TIME.

MISSILE

YOUR MISSILE IS USEFUL AGAINST POWERFUL ENEMIES OR ENEMIES IN HARD-TO-REACH PLACES. THE MISSILE LOCKS ONTO THE ENEMY'S RADAR, PURSUING IT.

LASER

THIS ENABLES ATTACKS WITH MORE POWER THAN A VULCAN

SPECIAL ITEMS

GENERATOR ENERGY IS CONSUMED, SO PLAN ENERGY USE CAREFULLY. ONCE DRAINED, SPECIAL ITEMS CANNOT BE USED.

HOVER JET

ENABLES MOVEMENT AT MAXIMUM SPEED. YOU CAN USE THIS TO MOVE QUICKLY AND/OR AVOID DAMAGE FROM FLOOR DEFENSES

ENERGY CONSUMPTION: SLIGHT

POWER BOOSTER

CHARGE YOUR WEAPONS TO MAKE THEM STRONGER

ENERGY CONSUMPTION: SLIGHT

BLAZE LASER

DESTROYS ALL ENEMIES ON RADAR

ENERGY CONSUMPTION: HEAVY

PLASMA BARRIER

PROTECTS YOUR LAOCORN FROM ALL ATTACKS, BUT ONLY FOR A SHORT TIME

ENERGY CONSUMPTION: MODERATE

REFRESH SHIELD

RESTORES ENERGY TO YOUR FIELD

ENERGY CONSUMPTION: SLIGHT (1% REFRESH IS ADDED TO SHIELD STRENGTH PER USE)

CHARACTERS

NAME: LAOCORN

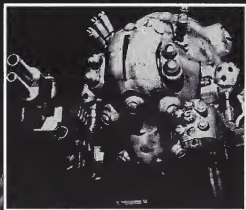
TYPE: STEALTH-TYPE GENERAL-PURPOSE MOBILE INFANTRY

CODE NAME: ROBOTICA

MANUFACTURER: UNKNOWN

PRIMARY WEAPONS: ARM PUNCH, VULCAN CANNON, ETC.

FEATURES: THE MACHINE WHICH THE PLAYER OPERATES INSIDE OAEOLUS. THE LAOCORN IS CONTROLLED BY A "PSYCHO CONTROL SYSTEM" WHICH SYNCHRONIZES THE MAIN SYSTEM AND THE PILOT'S MIND. THIS IS A HIGHLY EXPANDABLE MACHINE TO WHICH MANY DIFFERENT OPTIONS CAN BE MOUNTED, THEREBY ENABLING RESPONSE TO ANY SITUATION.



NAME: QUATTRO

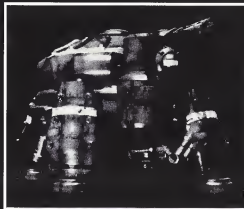
TYPE: SUICIDE MOBILE INFANTRY

MANUFACTURER: TM ENGINEERING LABORATORIES

PRIMARY WEAPONS: BODY CONTACT

FEATURES: DESPITE ITS APPEARANCE, THIS MACHINE CAN MAKE SHARP TURNS USING THE HOVER UNITS AT THE BOTTOM OF ITS LEGS. ORIGINALLY THESE UNITS WERE USED TO TRANSPORT MATERIALS FOR THE CONSTRUCTION OF OAEOLUS. AFTER THE CONSTRUCTION PHASE WAS FINISHED, THEY WERE MODIFIED FOR USE IN PATROLLING THE FORTRESS. ALTHOUGH THE ORIGINAL CHASSIS WAS DESIGNED FOR TRANSPORT, THE QUATTRO HAS ENOUGH ATTACK STRENGTH TO EXPEL AN ORDINARY BATTALION.

QUATTRO



ITEMS

ITEMS ARE LOCATED ON EACH FLOOR. WHEN YOU MOVE THE LAOCORN OVER AN ITEM, YOU ACQUIRE IT.

VULCAN CARTRIDGE



INCREASES VULCAN AMMUNITION

LASER CARTRIDGE



REPLENISHES LASER AMMUNITION

MISSILE CARTRIDGE



REPLENISHES MISSILE AMMUNITION

SHIELD REPAIR



INCREASES SHIELD STRENGTH BY 10%

GENERATOR RECHARGER



INCREASES GENERATOR ENERGY LEVEL

WEAPON BOOSTER



INCREASES THE STRENGTH OF ALL WEAPONS IN YOUR ARSENAL

GATE KEY



ACCESSES ELEVATOR TO THE NEXT LEVEL

SUPER BOOSTER



INCREASES SHIELD AND GENERATOR ENERGY TO THEIR MAXIMUM LEVELS

POWER DOWN



IF YOU LINGER ON ANY FLOOR FOR TOO LONG, BUG SWEEPER ENEMIES LOCATE YOU AND PLACE THESE IN YOUR PATH. TOUCHING ONE WILL DECREASE THE POWER OF ALL YOUR WEAPONS BY ONE LEVEL

NAME: AROBIT

TYPE: SECURITY INTERCEPTION ARMOR

CODE NAME: AR-001

MANUFACTURER: HORIX CORPORATION

PRIMARY WEAPONS: LASER CANNON

FEATURES: THESE MACHINES HOVER IN THE AIR, AND ARE POSTED AT
ODDWAYS AND OTHER ENTRANCE POINTS TO GUARD AGAINST INTRUDERS.
THESE SYSTEMS WERE DESIGNED TO WATCH PRISONERS IN THE JAIL
COLONY. THEY ARE EQUIPPED WITH ANTI-GRAVITY BOOSTERS WHICH ENABLE
THEM TO LEVITATE.

AROBIT



NAME: VOLCANO

TYPE: HIGH MOBILITY INFANTRY

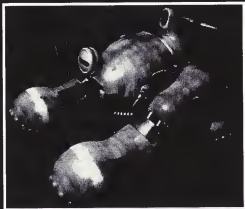
CODE NAME: VN-884

MANUFACTURER: SARGEILOAD CORPORATION

PRIMARY WEAPONS: VULCAN CANNON

FEATURES: THIS UNIT MOVES NIMBLY USING THE JET ROLLERS
MOUNTED TO ITS FOUR LEGS. A SCIENTIST AT THE SARGEILOAD
CORPORATION, DEVELOPED THE VOLCANO TO FUNCTION IN CRAMPED AREAS,
BASED ON THE DESIGN OF THE DAEDALUS FORTRESS.
THE JET ROLLERS AT THE BOTTOM OF THE UNIT'S LEGS CAN FREELY CHANGE
THEIR DRIVE DIRECTION, AND THIS, COMBINED WITH THE UNIT'S SLIM
BODY, PROVIDES AN ATTACK POTENTIAL IN CLOSE QUARTERS SURPASSING
THAT OF ANY OTHER TYPE.

VOLCANO



NAME: GRIFFITH

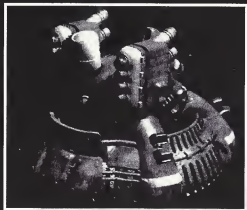
TYPE: HIGH MOBILITY LEVITATING INFANTRY

CODE NAME: GPX-42

MANUFACTURER: SARGEILOAD CDRPDATION

PRIMARY WEAPONS: TWO QUADRUPLE-MOUNT VULCAN CANNONS

FEATURES: THIS ARMAMENT IS THE SUCCESSOR OF THE VN-884 VOLCANO, AND WAS DEVELOPED FOR GREATER DURABILITY AND TARGET DESTRUCTION CAPABILITY. THE THICKNESS OF ITS ARMOR AND THE DESTRUCTIVE FORCE OF ITS ATTACK ARE FAR SUPERIOR TO THAT OF ANY OTHER INFANTRY IN THE FORTRESS, SO MUCH SO THAT IT IS REGARDED AS THE FINAL LINE OF DEFENSE OF THE FORTRESS.



NAME: CURVE GOON

TYPE: GENERAL-PURPOSE INTERCEPTION ARMOR

CODE NAME: EGG-072

MANUFACTURER: ERWER-WIN CDRPDATION

PRIMARY WEAPONS: HEAD-MOUNT CANNON

FEATURES: RATHER THAN INTERCEPTING AT A FIXED POSITION LIKE THE AR-001 AROBIT, THIS UNIT IS REGARDED AS A MOBILE PILLBOX WHICH SEARCHES OUT AND ELIMINATES ENEMY TARGETS. THE HEAD-MOUNT CANNON FIRES ONLY A SINGLE ROUND, BUT ITS POWER IS TREMENDOUS.

CURVE GOON



NAME: STALLION

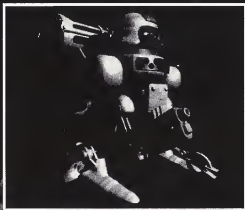
TYPE: GUERRILLA MOBILE INFANTRY

CODE NAME: SA777

MANUFACTURER: MICRO PRISM CORPORATION

FEATURES: THIS MACHINE IS SHAPED SOMEWHAT LIKE A HUMAN BEING. IT HAS LEGS, BUT THESE FUNCTION AS NOTHING MORE THAN LANDING GEAR, AND GENERALLY THE UNIT MOVES BY HOVERING. THE SA777 IS REGARDED AS THE CURRENT STANDARD IN MILITARY WEAPONRY, AND IN THE GROUND BATTLES OF THE FEDERATION ARMY, IT IS THE MAIN FIGHTER FOR NEUTRALIZING ENEMY COMMAND CENTERS. THE PERFORMANCE OF OTHER MACHINES IS RANKED BY COMPARISON WITH THE CAPABILITIES OF THE SA777.

REFERENCE: "HYPERION" FOR USE IN SPACE.



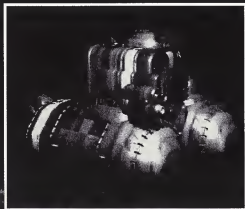
NAME: BRON

TYPE: SOLO INTERCEPTION INFANTRY

CODE NAME: VLM-45

MANUFACTURER: HAWKS CORPORATION

FEATURES: THE HUGE CANNON MOUNTED ON THE UNIT'S SHOULDER IS A SECRETLY DEVELOPED "STREAM LASER CANNON," WHICH HAS FIVE TIMES THE POWER OF PREVIOUS LASER WEAPONS. HOWEVER, SIMPLIFICATION OF THE SYSTEM HAS NOT GONE AS PLANNED, AND THE WEIGHT OF THE CANNON PLACES SUCH A HEAVY LOAD ON THE DRIVE SYSTEM THAT THIS HAS BEEN AN IMPEDIMENT TO PRACTICAL USE OF THE MACHINE. WITH THE COMPLETION OF THE TANK-SHAPED "SVC-XX" HOVERING BOOSTERS AT THE LOWER BODY OF THE MACHINE, IT HAS BECOME POSSIBLE TO DEPLOY THE CANNON IN ACTUAL BATTLES, AND THUS THE BRON HAS FINALLY EMERGED FROM OBSCURITY. NEVERTHELESS, THE BRON MOVES PONDEROUSLY, AND THE DIFFERENCE IN SPEED WITH OTHER MACHINES IS OBVIOUS.



STALLION

BRON

NOTES

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